

Stacks

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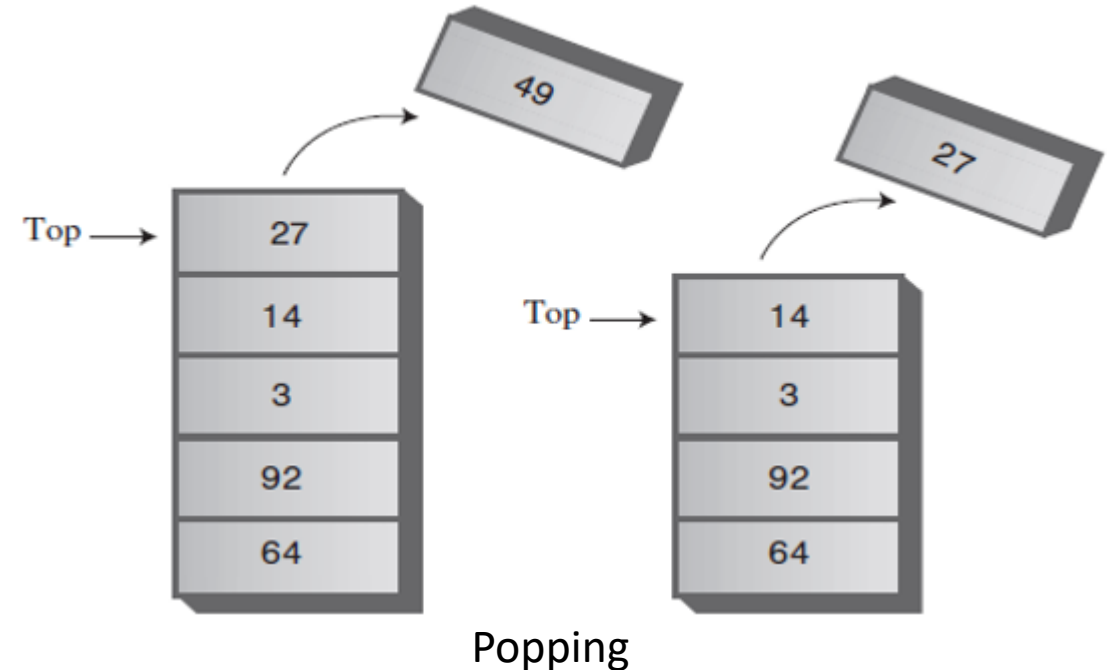
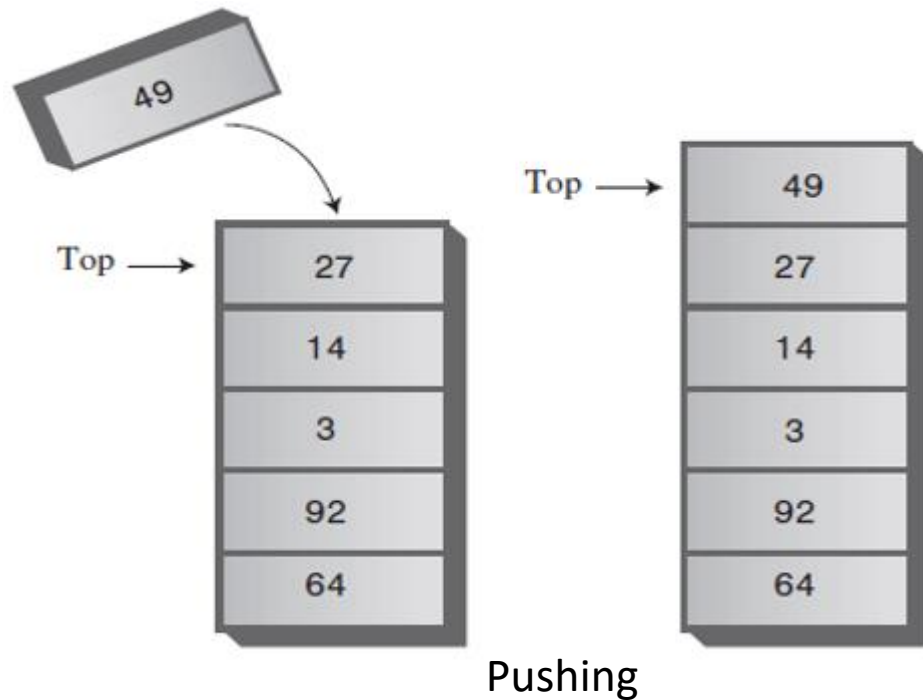
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Stacks

- A stack is said to be a Last-In-First-Out (LIFO) storage mechanism because the last item inserted is the first one to be removed.
- Most microprocessors use a stack-based architecture. When a method is called, its return address and arguments are pushed onto a stack, and when it returns, they're popped off. The stack operations are built into the microprocessor.
- A stack is also a handy aid for algorithms applied to certain complex data structures. It used to help traverse the nodes of a tree.

Stacks

- Placing a data item on the top of the stack is called *pushing* it. Removing it from the top of the stack is called *popping* it. These are the primary stack operations.
- Trying to pop out an empty stack is called *underflow* and trying to push an element in a full stack is called *overflow*. Generally, we treat them as exceptions.



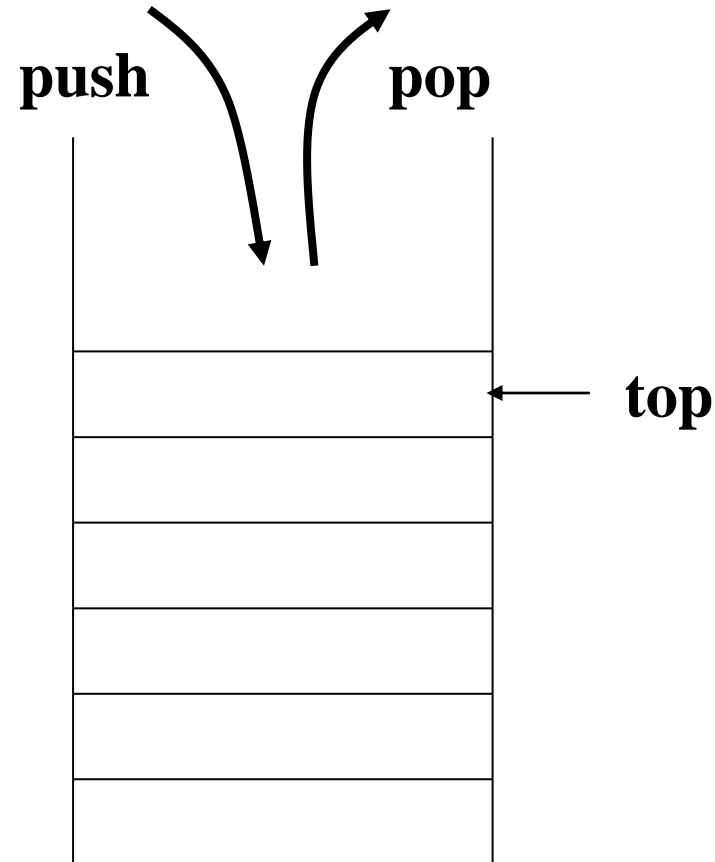
ADT Stack Operations

- **Main stack operations**

- Push (int data): Inserts data onto stack.
- int Pop(): Removes and returns the last inserted element from the stack.

- **Auxiliary stack operations**

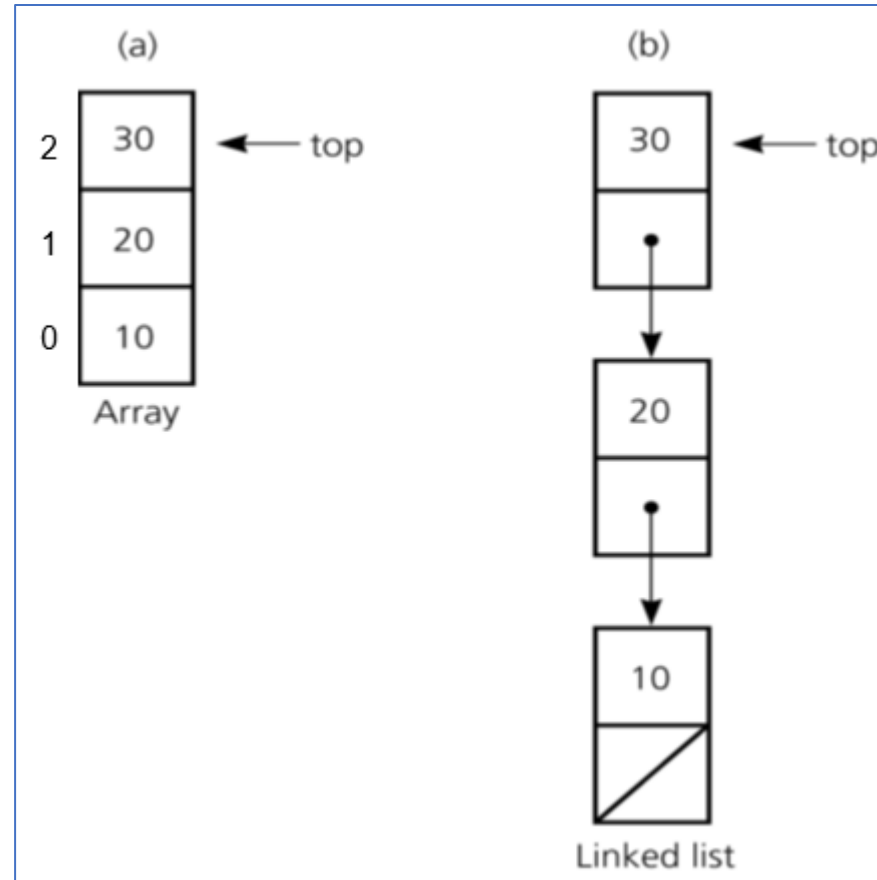
- int Top(): Returns the last inserted element without removing it.
- int Size(): Returns the number of elements stored in the stack.
- int IsEmptyStack(): Indicates whether any elements are stored in the stack or not.
- int IsFullStack(): Indicates whether the stack is full or not.



Stack

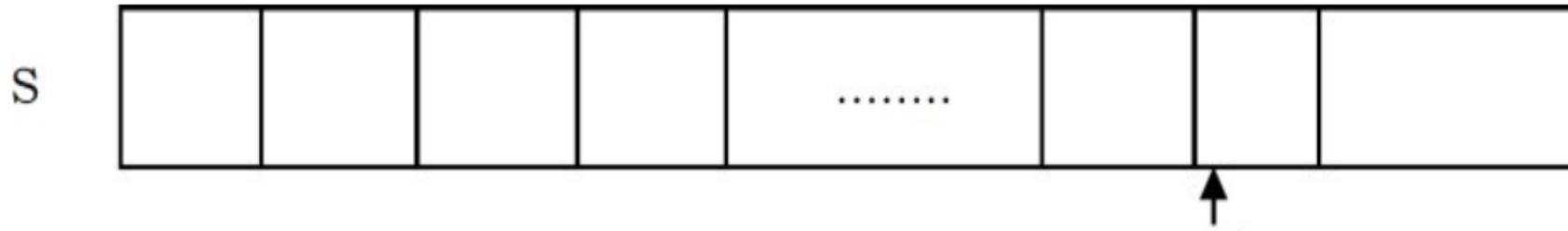
Implementations of the ADT Stack

- The ADT stack can be implemented using
 - An array
 - A linked list



Simple Array Implementation

- This implementation of stack ADT uses an array. In the array, we add elements from left to right and use a variable to keep track of the index of the top element.



- The array storing the stack elements may become full. A push operation will then throw a *full stack exception*.
- Similarly, if we try deleting an element from an empty stack it will throw *stack empty exception*.

Performance & Limitations

- **Performance**

- Let n be the number of elements in the stack. The complexities of stack operations with this representation can be given as:

Space Complexity (for n push operations)	$O(n)$
Time Complexity of Push()	$O(1)$
Time Complexity of Pop()	$O(1)$
Time Complexity of Size()	$O(1)$
Time Complexity of IsEmptyStack()	$O(1)$
Time Complexity of IsFullStackf)	$O(1)$
Time Complexity of DeleteStackQ	$O(1)$

- **Limitations**

- The maximum size of the stack must first be defined, and it cannot be changed. Trying to push a new element into a full stack causes an implementation-specific exception.

Example: Checking for Balanced Braces

- A stack can be used to verify whether a program contains balanced braces

- An example of balanced braces

abc{defg{ijk}{l{mn}}op}qr

- An example of unbalanced braces

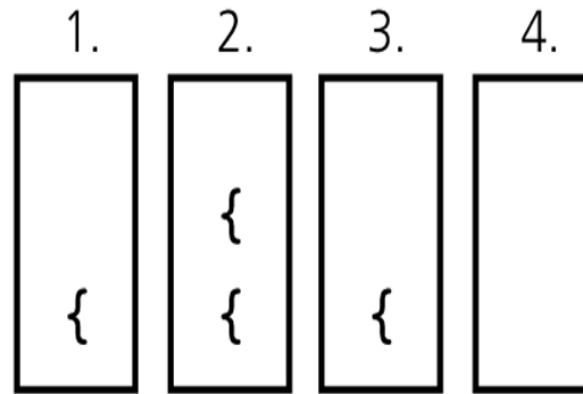
abc{def}}{ghij{kl}m

- Requirements for balanced braces
 - Each time we encounter a “}”, it matches an already encountered “{”
 - When we reach the end of the string, we have matched each “{”

Input string

Stack as algorithm executes

{a{b}c}



1. push "{"

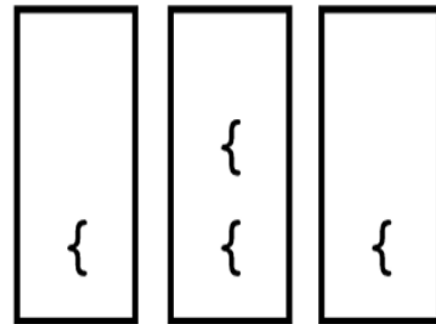
2. push "{"

3. pop

4. pop

Stack empty \Rightarrow balanced

{a{bc}



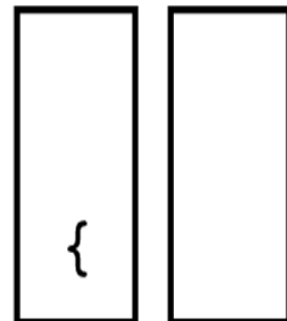
1. push "{"

2. push "{"

3. pop

Stack not empty \Rightarrow not balanced

{ab}c}



1. push "{"

2. pop

Stack empty when last "}" encountered \Rightarrow not balanced

Stacks - Example: Factorial function

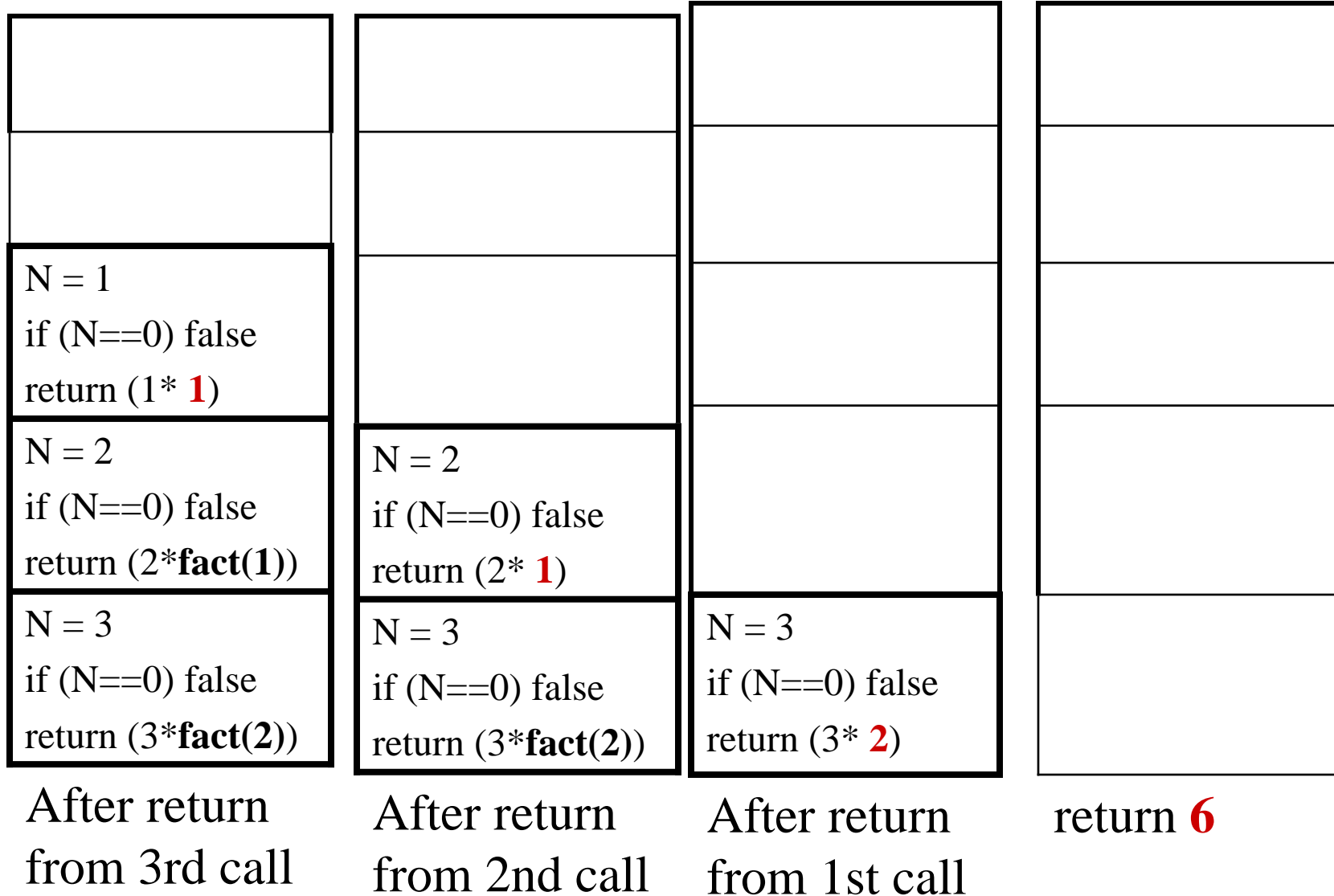
- A strong relationship exists between recursion and stacks
 - Any recursive program can be rewritten as a nonrecursive program using stacks.
 - Here is the factorial code:

```
int fact(int n)
{
    if (n == 0)
        return (1);
    else
        return (n * fact(n-1));
}
```

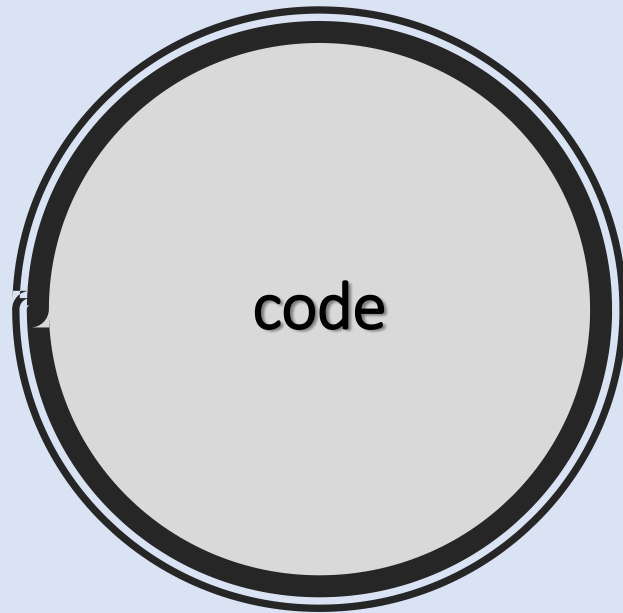
Tracing the call fact (3)

			N = 0 if (N==0) true return (1)
		N = 1 if (N==0) false return (1* fact(0))	N = 1 if (N==0) false return (1* fact(0))
	N = 2 if (N==0) false return (2* fact(1))	N = 2 if (N==0) false return (2* fact(1))	N = 2 if (N==0) false return (2* fact(1))
N = 3 if (N==0) false return (3* fact(2))	N = 3 if (N==0) false return (3* fact(2))	N = 3 if (N==0) false return (3* fact(2))	N = 3 if (N==0) false return (3* fact(2))
After original call	After 1 st call	After 2 nd call	After 3 rd call

Tracing the call fact (3)



Transforming a recursive factorial algorithm into a non-recursive one using an explicit stack:



Python

```
def factorial_recursive(n):
    if n == 0:
        return 1
    else:
        return n * factorial_recursive(n - 1)

def factorial_non_recursive(n):
    stack = []
    result = 1

    while n > 0:
        stack.append(n)
        n -= 1

    while stack:
        result *= stack.pop()

    return result

# Example usage
n = 5
print(f"Recursive Factorial of {n}: {factorial_recursive(n)}")
print(f"Non-recursive Factorial of {n}: {factorial_non_recursive(n)}")
```




Thank you for
your attention